PORT FOLIO

Reflection Learning Experience

2021 Xiyan Shi CCT461

ABOUT

Hi, I am Xiyan

I am currently a third-year undergraduate in Digital Enterprise Management at the University of Toronto. I always found the entrepreneurial and creative design more about it was in my high school. Partial to my academic background in Digital Media and Management, I hope to combine my passion for design with my business knowledge in the future.

I dropped the learning portfolio for refining the emerging technologies and developing skills on Second screen (CTRL), which could apply to wind management tools. During the process of creating the portfolio, I discovered my interest in interaction design, reflective portfolio includes a reflection of reflection and my critical thinking response.

xiyan.shi@mail.utoronto.ca

+ 1 (437)5130485

linkedin/xiyanshi

✦ Education

University of Toronto, Canada

2019 - 2 months

Joing High School Near Canton, China

✦ Skills

Photography

Video Editing and editing

Illustrator Design

Web programming

Digital Design

Prototyping

✦ Experience

Tencent Holdings Ltd.

Xinhua Sara Agency

Trade Show Assistant

Learning portfolio

OVERVIEW

01 **Process Analysis**
Happier U

02 **Technical Communication**
Machine learning

03 **Teamwork**
MentalBot

04 **Final Reflection**
Design Philosophy

Learning portfolio

HAPPIER U ✦

Group Project Affective app

Happier U is an app prototype that recognizes users' emotions based on their facial expression and offers appropriate tips for improving their mental health.

Process Analysis Technical Communication Teamwork Final Reflection

✧ IDEATION

Firstly, we brainstormed ourselves with the topic of "Affective app" and ended up building the image recognition app's prototype (Fig.1&2). Then, we used Adobe Illustrator to create recognition tutorial, so the color of a user's cushion in the uploaded face photo would be recognized (Fig. 3). From the tutorial, we learned that an app prototype highlighting the specific affective interaction and provide personal advice on the basis of recognition would be a good strong communication skills and responsibilities, I took the role of leading the group, assigning group members, oversee the process, and coordinate project developments. Also, I mainly contributed to design of the flow chart, wireframes, and UI/UX

Figure 1. Happier U Prototype Screenshot (Figma, Nov 2, 2021)

Figure 2. Happier U Prototype Screenshot (Figma, Nov 2, 2021)

Figure 3. Recognition tutorial screenshot (Figma, Nov 2, 2021)

✧ FLOW CHART

I designed a flow chart (Fig. 4) for our first app to co-ordinate the tackling, which focus on the interactions of a session between a user pages are only used in the prototype. Although the flow chart was the first step of the project, it provided a clear description for introducing Happier U to the audience. Although it would have been a good strategy for the website, the mobile positions of emotion recognition, the flow chart helped us to develop that a person is sad. Finally, the different responses would be shown depending on users' emotional states.

Landing
Sad
Happy
Happier U
Happier U
Happier U